

ARC Trooper Fives, Republic Hero

27

HIT POINTS

70

Special Abilities

Unique, Under B6

Double Attack

Damage Reduction 10 [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.]

DEFENSE

19

ATTACK

+12

DAMAGE

20

Penetration 20 [Enemies' Damage Reduction is reduced by 20 against this character's attacks.]

Sniper [Other characters do not provide cover against this character's attack.]

Uncovered Conspiracy [Characters in your squad with Under B6 (including this character) ignore Execute Under B6 and cannot join an opponent's squad.]

"I am not just another number! None of us are!"



1/6

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Plo Koon, Republic Hero

42

HIT POINTS

140

Special Abilities

Unique, Pinot, Melee Attack

Opportunist [+4 Attack and -10 Damage against an enemy who has activated this round.]

Twin Attack [Whenever this character attacks, he makes 1 extra attack against the same target.]

DEFENSE

21

ATTACK

+14

DAMAGE

20

Force Powers

Force 5

Burst Lightning [Force 1, usable only on this character's turn; range B; 10 Damage.]

Force Alter [Force 1; range B; any 1 enemy rerolls its last attack.]

Lightsaber Defense [Force 1. When hit by an attack, this character takes no damage with a save of 1.]

Commander Effect

Allies whose names contain Wolf gain **Rolling Fire** [On his turn, each time this character defeats an enemy by making an attack, push a save of 10; can immediately move up to 2 squares and then make 1 attack against another enemy without providing an attack of opportunity.]



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Shaak Ti, Republic Hero

46

HIT POINTS

130

Special Abilities

Unique, Melee Attack, Triple Attack

Advantageous Attack [+10 Damage against an enemy who has not activated this round.]

Forward Commander [+1 Attack and +1 Defense for each Under B6 ally within 5 squares.]

DEFENSE

17

ATTACK

+13

DAMAGE

20

Force Powers

Force 4

Force 4, Force Renewal I: Master of the Force 2

Force Push 2 [Force 2, replaces attacks; range B; 20 damage; push back target 2 squares if Huge or smaller.]

Lightsaber Sweep [Force 1; replaces attacks; Can attack each adjacent enemy once.]

Lightsaber Defense [Force 1. When hit by an attack, this character takes no damage with a save of 1.]

Commander Effect

While this character has line of sight to an enemy, followers with Under B6 can move 2 extra squares toward this character at the end of their turn.

"Are you prepared to meet your fate?"



3/6

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Dooku, Separatist Hero

45

HIT POINTS

130

Special Abilities

Unique, Melee Attack, Double Attack

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.]

DEFENSE

21

Attack

+16

DAMAGE

20

Makashi Style Mastery [When hit by a melee attack, this character takes no damage with a save of 11. Shii-Cho, Soresu, Ataru, and Niman style cannot be used against this character.]

Force Powers

Force 4, Force Renewal I: Master of the Force 2

Force Lightning 2 [Force 2, replaces attacks; range B; 30 damage to target and 2 characters adjacent to target.]

Lightsaber Precision [Force 1; this character gets +10 Damage on his next attack.]



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General Grievous, Separatist Hero

45

HIT POINTS

110

Special Abilities

Unique, Melee Attack, Triple Attack

Cyborg [Counts as both a Droid and a non-Droid; living subject to critical hits and commander effects.]

Disfigured Leader [This character's commander effect cannot be suppressed.]

Jedi Havoc [+10 +10 Damage against enemies with Force ratings.]

Melee Duelist [+4 Defense when attacked by an adjacent enemy.]

Twin Blaster 10 [Replaces attacks; sight; make 2 attacks against 1 target at +10 Attack and 10 Damage. These count as normal attacks.]

Force Powers

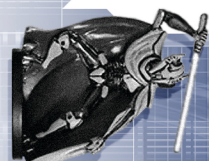
Force 1

Lightsaber Defense [Force 1. When hit by an attack, this character takes no damage with a save of 1.]

Commander Effect

Droids are subject to this effect.

Allies whose names contain Battle Droid get +4 Attack and +10 Damage while within 5 squares of an ally with a different name who also contains Battle Droid.



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General Kalani, Separatist Hero

25

HIT POINTS

70

Special Abilities

Unique, Droid

Indiscriminate [When this character attacks an adjacent enemy, it ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

Tactician +6 [Add -6 to the initiative roll except on a roll of 1.]

DEFENSE

15

Attack

+7

DAMAGE

20

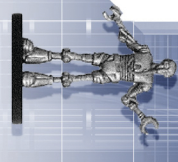
Commander Effect

Droids are subject to these effects:

At the end of this character's turn, 1 Droid ally within 5 squares may immediately use an ability that replaces attacks and then move up to 4 squares.

If a living Separatist ally is adjacent to a non-living Separatist character in your squad (including this character), both get -3 Attack.

Kalani was a competent battle tactician who had single-minded dedication in securing victory and producing results.



6/6

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Jedi Master Yoda-Siosk Baas

38

HIT POINTS

130

Special Abilities
Unique: **Melee Attack, Twin Attack**

Light Saber Duelist (1-4) Injuries when attacked by an adjacent enemy with a Force rating.)

DEFENSE

20

ATTACK

+13

DAMAGE

20

Force Powers

Force 4

Force Bubble (Force 1: When this character takes damage, reduce the damage dealt by 20)

Force Sense 3 (Force 3: usable only on this character's turn. Enemy character's last Health and Unleashed for the rest of the round)

Force Weapon (Force 1: replaces attacks: +10 Damage until the end of the skirmish)

Knights Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)
"My simple staff is more powerful than my lightsaber."



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Theron Shan, SIS Operative

27

HIT POINTS

70

Special Abilities
Unique

Soldier (Counts as a character named Old Republic Soldier)

Dual Weapon Use (Replaces attacks: Make an attack, then use one other special ability that replaces attacks)

Enhanced Infrared Vision (Enemies with Unleashed within 5 squares lose Unleashed)

Paralysis (A living enemy hit by this character's attack is considered achard, save 1)

Rolling Evade (When hit by an attack from a nonadjacent enemy, with a save of 1, this character takes no damage and may immediately move up to 2 squares without provoking attacks of opportunity)

Violent Poison Dart 20 (Replaces attacks: range 6; 20 damage to target living enemy; save 6)

"You said your name was -"
"Classified!"
—Satele Shan and Theron



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Wookiee Commander

18

HIT POINTS

60

Special Abilities
Affinity (Non-Unique Rebel and Republic Wookiees may be in your squad regardless of faction)

DEFENSE

17

ATTACK

+10

DAMAGE

20

Commander Effect

If an Old Republic Wookiee follower without a Force rating is within 6 squares of a Unique Old Republic ally with a lightsaber, both get +4 Attack gain Triple Attack, and lose Twin Attack.



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Dark Disciple

11

HIT POINTS

40

Special Abilities
Unique: **Melee Attack** (Can attack only adjacent enemies)

DEFENSE

16

Cohesive (While a character with Dark Force Spirit is within 4 squares, this character gains Force Renewal and Sith Rage)

ATTACK

+7

Sith Pawn (Once per turn, you may remove a character with Sith Pawn from play to enroll one ally's attack or save, unless that character's original roll was 1; this character is defeated)

DAMAGE

10

Worship (Unique: Sith allies within 6 squares with a Force rating and a printed cost greater than 60 get +4 Attack +10 Damage if they have 2 allies with Worship within 6 squares)

Force Powers

Force 1

Controls Shatter 1 (Force 1: replaces attacks: Unleashed adjacent door is open; it remains open for the rest of the skirmish and cannot be closed)



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Darth Vader of Scarif

49

HIT POINTS

130

Special Abilities
Unique: **Melee Attack, Double Attack**

Affinity (May be in an Imperial squad containing a character whose name contains Krennic)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10)

Dominant (Whenever a lower-cost enemy damages this character, the enemy takes 10 damage; save 1)

Force Attuned (Once per turn on his turn, this character may use a Force Power that replaces attacks or turn, without replacing attacks or turn)

Force Powers

Force 2, Force Renewal 1, Master of the Force 2, Dominant Force Dual 3 (Force 3: replaces turn, you may move each lower-cost enemy within 4 squares up to 2 squares; enemies that end this movement adjacent to a wall immediately take 20 damage)

Light Saber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 1)

Light Saber Sweep (Force 1: replaces attacks: Can attack each adjacent enemy once)

"During the Battle of Scarif, I saw Krennic and Darth Vader both come very close to preventing the Rebels from escaping with the Death Star plans."



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Lord Vitiata, Sith Emperor

61

HIT POINTS

150

Special Abilities
Unique: **Melee Attack, Triple Attack**

Presence of the Dark Side (Once per turn, an enemy that activates or ends its move within 6 squares of this character loses 1 Force point and takes 10 damage; save 1)

Force Powers

Force 4, Force Renewal 1, Master of the Force 2, Drain Life 4 (Force 4: replaces attacks: range 6; 30 damage to target living enemy; and remove 30 damage from this character)

Environment Manipulation (Force 4: replaces attacks: Once per skirmish, name an ability that deals damage; For the rest of the skirmish, when this character takes damage from that ability, at the end of that turn he removes damage equal to the damage taken)

Illusion (Force 1: When hit, by an attack, this character takes no damage unless the attacker makes a save of 1)

Commander Effect
Non-Unique Sith Followers gain **Opportunist** while within 6 squares of a Unique Sith ally with a lightsaber (including this character)



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Rogue One Marine



16

HIT POINTS

50

Special Abilities

Coordinated Movement (At the end of this character's turn, 1 Unique Rogue One ally may immediately move up to 2 squares.)

DEFENSE

15

Satchel Charge

(Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed.)

ATTACK

+6

DAMAGE

20

Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)

Synergy +4 (+4 Attack and +4 Defense while a Unique Rogue One ally is within 6 squares.)



"Make ten men feel like a hundred!"
-Captain Cassian Andor



13/30

Kol Skywalker, New Republic Bastion



52

HIT POINTS

130

Special Abilities

Unique Melee Attack: Triple Attack

Defense Barrier (This turn, an enemy that started or became adjacent to this character cannot both move more than 6 squares and attack more than once.)

DEFENSE

21

ATTACK

+14

DAMAGE

20

Cade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.)

Sliding Attack (On this character's turn, adjacent enemies cannot use special abilities that respond to his attacks.)

Force Powers

Force 3: Force Renewal 1: Master of the Force 2 Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if huge or smaller.)

Light Saber Assault (Force 1, replaces attacks: Make 2 attacks.)

Lightsaber Defense (Force 1, When hit by an attack, this character takes no damage with a save of 11.)

The father of **Poe Skywalker**, this fierce and stalwart Jedi held off an entire Sith army led by Darth Vader while his son escaped unharm.



16/30

First Order Flametrooper



26

HIT POINTS

50

Special Abilities

Melee Attack (Can attack only adjacent enemies.)

DEFENSE

16

Flamethrower 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target.)

ATTACK

+0

DAMAGE

10

Report (Loses 4 less when in the same squad as a Unique First Order commander.)

Commonly known as "meesters," "backlash," or "burnmaster" by Resistance fighters, First Order flametroopers were first used to flush out enemy reinforcements.



14/30

Mirax Terrik



26

HIT POINTS

70

Special Abilities

Unique: Pilot

Double Attack (On her turn, this character can make 1 extra attack instead of moving.)

DEFENSE

17

ATTACK

+8

DAMAGE

20

Backlash (This character can move and then make all of her attacks against 1 enemy who has already activated this round.)

Camaraderie (A character whose name contains horns gains **Backlash**.)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)

Synergy +2 (+2 Attack and +2 Defense while an ally whose name contains Booster or Horn is within 6 squares.)

"If you don't see a body, don't count on someone being dead!"



17/30

Galen Erso



18

HIT POINTS

30

Special Abilities

Melee Attack

Affinity (May be in a critical squad.)

DEFENSE

13

Death Star Engineer (Allied Imperial commanders within 4 squares gain **Doctrine of Fear** (Enemy characters within 6 squares get -4 Attack).)

ATTACK

+1

Double Agent (Suppresses enemy and allied commander effects that alter the number of activations per phase.)

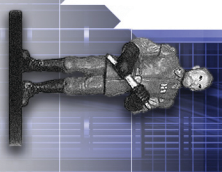
DAMAGE

10

Exploit Vulnerability (Rahib follows within line of sight gain **Deadly Attack** (Gains a critical hit on an attack roll of natural 15 or 20) and **Vicious Attack** (Triple damage instead of double on a critical hit).)

Internal Strife (On an attack roll of natural 1, this character pins the opponent's squad until the end of the skirmish.)

Galen Erso's expertise was essential to the construction of the Death Star.



15/30

Resistance Commando



16

HIT POINTS

50

Special Abilities

Door Gimmick (At the end of its turn, this character can designate 1 door that it can see as open; it remains open until the end of this character's next turn, or until it is defeated.)

DEFENSE

16

ATTACK

+6

DAMAGE

10

Grenades 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11.)

Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)

Synergy +3 (+3 Attack and +3 Defense while a Unique Resistance ally is within 6 squares.)

These well-trained and equipped soldiers relied on hit-and-run tactics when faced with the First Order.



18/30

Resistance Medical Officer

10

HIT POINTS

30

Special Abilities

Melee Attack [Can attack only adjacent enemies]

Heal 10 [Replaces attacks: touch, remove 10 damage from a living character]

Medical Scan [Usable once per round on this character's turn: range 12; remove 10 damage from a living ally]

DEFENSE

14

ATTACK

+1

DAMAGE

10

“That sounds very scary. You must be so brave.”
—Medical Officer Hater Kaima to Denebaca

19/30

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Snap Wexley, Resistance Pilot

13

HIT POINTS

50

Special Abilities

Unique

Recon [Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy]

Scanner [Usable at the start of an ally's turn: this turn, enemies adjacent to this character lose Stealth and Disabled. At the end of the turn this character is defeated.]

Tenacious [Enemies cannot use Opportunist, Deceptive, Devinous, or Backlash against this character]

Tenmin “Snap” Wexley had a keen eye for trouble, and was regarded as the Resistance's best recon flier.

DEFENSE

16

ATTACK

+6

DAMAGE

20

20/30

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Kouhun

12

HIT POINTS

10

Special Abilities

Cloaked [If this character has cover, it cannot be targeted by nonagent enemies]

Non-sentient [Not subject to commander effects. This character cannot gain Diplomat or Aggressive Negotiations]

Poison Sting [Usable on this character's turn: touch target living enemy takes 30 damage; save 16 for 10 damage instead; ignores Diplomat]

Wall Climber [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall]

DEFENSE

17

ATTACK

-

DAMAGE

-

21/30

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“Be careful. They're very poisonous.” —Lingo Fett

Nico Okarr

34

HIT POINTS

80

Special Abilities

Unique, Pilot, Double Attack

Counterstrike [When this character is hit by a nonadjacent attack, make a save of 11. On a success, this character can make an immediate attack against that attacker. This attack does not use the targeting rules.]

Fier for Action [Whenever a Unique ally with a Force rating ends its move within 6 squares of this character, he may immediately move up to 2 squares]

Puppet Attacks [Replaces turn: can move up to double speed, then choose up to three lower-cost targets within 6 squares, ignoring cover. Attack each target once.]

Quick Draw [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

“No other pilot could have so deftly maneuvered us through that meatstorm.” —Ardie Shan

DEFENSE

18

ATTACK

+10

DAMAGE

20

22/30

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Prowler 1000 Seeker Droid

4

HIT POINTS

10

Special Abilities

Droid

Diminutive [This character does not provide cover or block movement]

Fright [Ignores difficult terrain, enemy characters, low objects, and pits when moving]

Low Cost [Cannot be added to a squad via any character's Reinforcements or Reserves abilities. This character's cost cannot be reduced.]

Scanner [Usable at the start of an ally's turn: this turn, enemies adjacent to this character lose Stealth and Disabled. At the end of the turn this character is defeated.]

DEFENSE

8

ATTACK

-

DAMAGE

-

23/30

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“Prowlers weren't designed for long distance travel, and were instead used for local surveillance.”

Saurin Genoharadan Liaison

19

HIT POINTS

60

Special Abilities

Trandoshan

Clan Leader [Non-Unique Fringe followers with printed Damage ratings greater than 0 gain **Political Operative**]

Political Operative [Ignores Diplomat when targeting or attacking an enemy within 6 squares]

Commander Effect

Alles named Genoharadan Assassin gain **Twin Attack** when attacking adjacent enemies.

At the end of this character's turn, 1 adjacent Genoharadan follower may move up to 8 squares if it begins and ends that move on low objects.

Without a governing body to defer to, the Genoharadan Raiders lived their agents to the highest bidder, becoming a powerful assassin-for-hire for the wealthy and ambitious.

DEFENSE

16

ATTACK

+9

DAMAGE

20

26/30

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Saw Gerrera



24

HIT POINTS

70

Special Abilities

Unique: Rebel, Rogue One, Ghost Crew
Double Attack (On his turn, this character can make 1 extra attack instead of moving)

DEFENSE

17

Commander Effect
Gamaradine (An ally named Jyr Erso gains **Survival Expert +2**)

ATTACK

+8

Noble Sacrifice (When this character is defeated, 1 Rebel ally may make an immediate attack)

DAMAGE

10

Survival Expert +2 (-2 to this character's save rolls)

Commander Effect

Ghost Crew allies within 6 squares gain **Stable Footing** (Not slowed by difficult terrain or low objects).

"I'm not a terrorist. I'm a patriot. And resistance is not terrorism."



25/30
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Thrawn, Chiss Emissary



59

HIT POINTS

80

Special Abilities

Unique: Melee Attack, Twin Attack
Deceptive (+10 Damage against an enemy who has activated this round)

DEFENSE

18

Disciplined tactician (Suppresses enemy and allied special abilities, commander effects and force powers that modify initiative)

ATTACK

+12

One Step Ahead (Once per skirmish, this character's or an ally's next attack or save roll counts as a natural 1)

DAMAGE

10

Report (Loos 15 less in the same squad as a character named Chiss Fleet Officer or Chiss Ascendancy Commander)

Commander Effect

Allied Chiss characters gain **Batchel Change** and **Counterstrike**. (When this character is hit by a nonadjacent attack, make a save of 1). On a success, this character can make an immediate attack against that attacker. This attack does not use the tangling rules.

"War is primarily a game of skill."



26/30
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Zuckuss and 4-LOM



57

HIT POINTS

130

Special Abilities

Unique: Droid, Double Attack
Bounty Hunter +4 (-4 Attack against (unique enemies))

DEFENSE

18

Careful Shot +4 (On the character's turn, if it doesn't move, it gets +4 Attack)

ATTACK

+8

Initiation (Once per round, after initiative is decided, Zuckuss is attacked, and 4-LOM is moved to its special box to snipe other character abilities)

DAMAGE

30

Single Shot Blaster (This character cannot gain **Smile Savage**) (Replaces attacks: For the rest of the round, this character and allies within 2 squares are considered to have cover)

Star Mover (Replaces attacks: sight, living target and each living character adjacent to that target are considered activated this round, save 11 negates. Huge and larger characters ignore this special ability)

Teamwork (At the end of this character's turn, it may immediately make an attack or use an ability that replaces attacks)

Force Powers

Force 2
Force Sense (Force 1, usable only on this character's turn. Enemy characters lose Stealth for the rest of the round)



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Goran Bevin



36

HIT POINTS

80

Special Abilities

Unique: Double Attack

DEFENSE

18

Besker gam (When this character takes damage, he reduces the damage dealt by 10 with a save of 11)

ATTACK

+11

Bounty Hunter +2 (-2 Attack against (unique enemies))

DAMAGE

20

Crediquant (This character's adjacent attacks count as melee attacks and cannot be prevented)

Exterminator (While adjacent to any character, this character and adjacent enemies lose Avoid Ulfen)

Perry (When hit by a melee attack, this character takes no damage with a save of 11)

Single-Shot Blaster (This character cannot gain Twin Attack)

Yong Hunter (-4 Attack and +10 Damage against (Yuzhan Yong characters))



A very close friend of Fibus Fett, this advocate of "Total War" and one-time Mandalore, had an intense hatred of Yuzhan Yong and most Jedi.

28/30
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Neo-Crusader Shock Trooper



17

HIT POINTS

40

Special Abilities

Double Attack

DEFENSE

16

Armored Spaceluit (Immune to critical hits)

ATTACK

+8

Besker gam (When this character takes damage, it reduces the damage dealt by 10 with a save of 11)

DAMAGE

20

Breach (Replaces attacks: Designate 1 adjacent closed door as open; it remains open for the rest of the skirmish and cannot be closed. Other characters adjacent to that door take 30 damage; save 11 to reduce the damage to 10)

Verpine Shatter Rifle (Replaces turn. Choose 1 enemy within line of sight, ignoring cover. Make an attack against that enemy.)

Neo-Crusaders won positions as shock troopers by impressing their Hully Masters.



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Yuzhan Yong Grafting Shaper



12

HIT POINTS

40

Special Abilities

Melee Attack

DEFENSE

16

Force Immunity (Enemies cannot affect this character with force powers, or spend force points to reroll attacks against this character or to respond to this character's attacks and abilities)

ATTACK

+4

Graft (Replaces turn: remove an adjacent Savage ally from play; that character is defeated. Then remove damage from another adjacent Yuzhan Yong ally up to the remaining Hit Points of the defeated character.)

DAMAGE

10

Commander Effect
 Savage characters are subject to this effect: Savage allies can end their moves next to this character instead of an enemy.

Amongst the rules of the Savage class were those specialized in mending or "upgrading" their kinmen.



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